Undertale: The Mist
It's story and concepts.

-What is this document?-

Content:

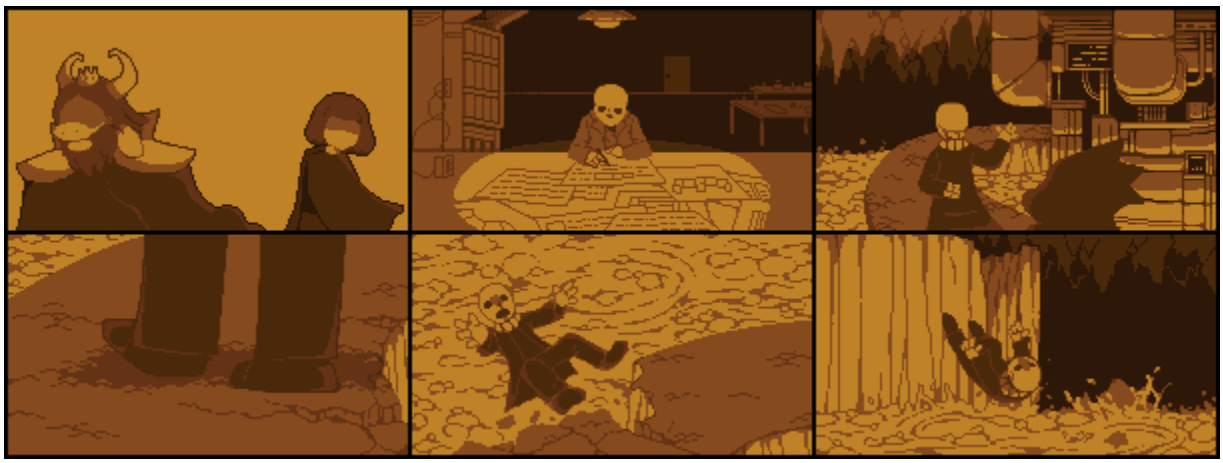
Hello, I am Zal (Zal Cuz idk), the leader of the OffBound Studios Team
And one of the owners of Undertale: The Mist
This is a document explaining everything about Undertale: The mist, well not everything but it is the full story, characters, lore and etc. There are alot of things to go thro here that we hope you enjoy

Reason of *cancellation* :

And we are very sorry for those who wanted to see this as a full project! But sadly we arent as good with game dev as people like Team Switched, big projects take time and lots of effort and motivation, those run out at some point, devs and the community lose the hype and interest and go away and just leave, and we don't want that

i noticed the project was heading nowhere so here we are, the project is now a concept's based thing.

-The story of the game:



~

W. D. Gaster was the royal scientist before Alphys, responsible for creating the CORE which powers the underground. During the time Gaster had been working on his new creation, the CORE which was made to provide energy to the entire underground, something went wrong.

The floor was unstable, and it caved in beneath Gaster.

As Dr Gaster fell into the molten energetic liquid that powered the CORE, something strange happened

As the lava was filled with magic and energy, something affected Gaster, Just as determination but in this case, in his mind and a reverse version of what the determination does to a monster's body and soul.

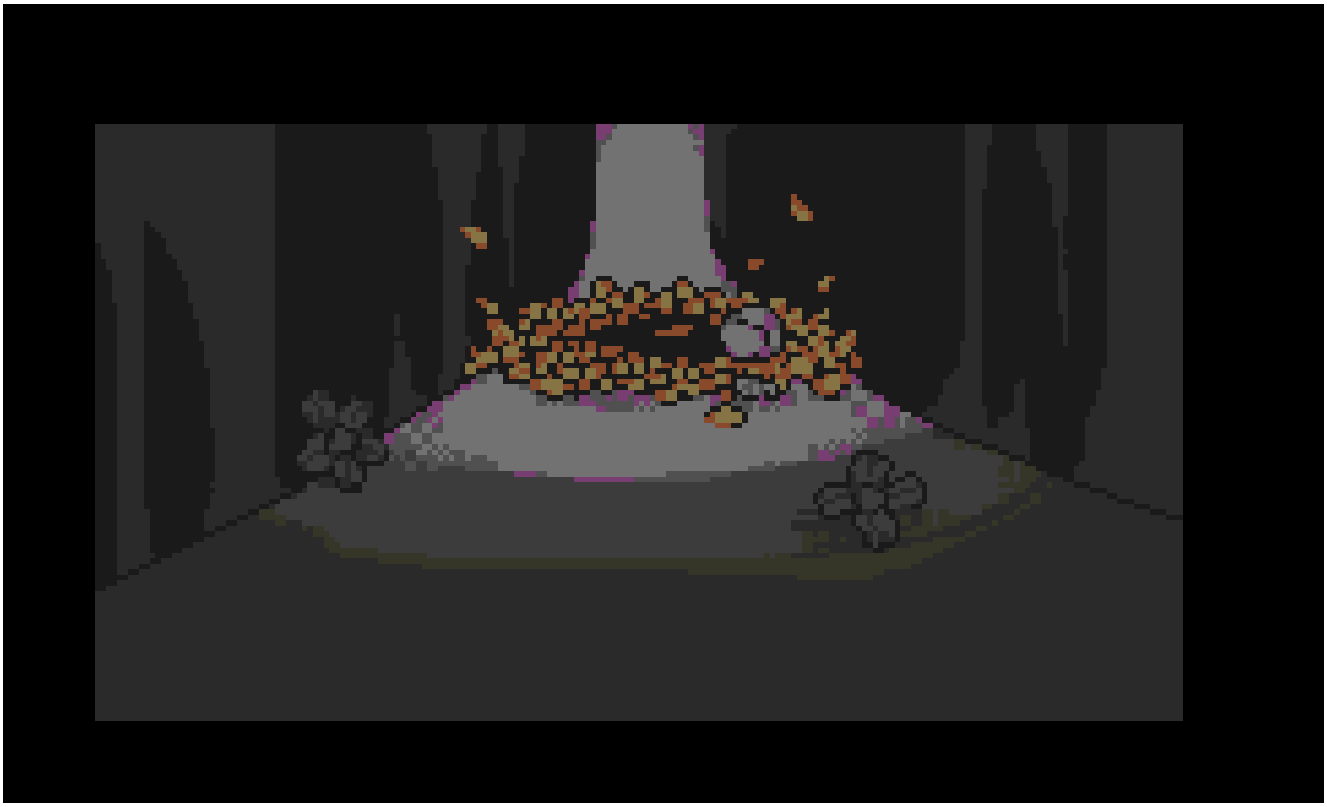
He never turned to dust after a few hours. He had sank in the lava deep enough for

nobody to notice.

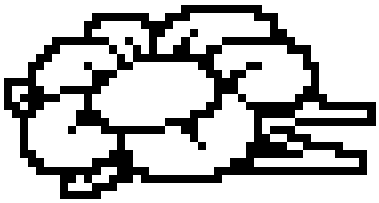
His body entered a state of it being oddly strong, and very little parts of his body melted away, although he was dead. But not in the inside, as he was still conscious.
As he waited for him to finally dust away he had the idea on his mind that he had died stuck to his head.

And then the contact for him to view the real world disappeared, and only his mind was left.
And he appeared in what he always imagined the afterlife to be, he didn't remember anything that happened, only who he was but not what he did in the real world.
Without a clue about where he was or even if he was alive, the doctor knew that he wanted to reach an exit from this strange place.

After Gaster woke up, in the strange cave he appeared which seemed to have some flowers below him



He had came out the cave, amazed over seeing a white sky instead of a black barrier of rocks above as it always has been in the underground, and then he noticed he had stepped (Or floated above since he had lost his legs) in some strange grey flowers, then he had noticed that the flowers have suddenly raised from the ground..!



First battle begins.
This is the Floral Goner, a creature filled with hate and lack of a soul.
It seems to mock and be cruel to those who had something terrible happen to them in the past
When ever encountered, if someone sees these too often it may mean that something terrible is gonna happen to them soon
Their attacks consist of:

Pellets

just a bullet that may float towards the soul

And Vines

Before they appear a warning will appear

And then they will appear where the warning block appeared

Watch out for them!

The first fight was a triple encounter with these floral goners, Gaster defeats each of them and then the flowers hide under the ground once again, then he actually leaves the cave this time and gets to what seems to be a forest,

but then he notices a grey door in the middle of some trees
He thought, “*What could this be?*” and opened it, and he was greeted by a strange creature called the “everyman”

Grey doors are savepoints.
a little sanctuary
where you can save your progress,
heal, and hide.

They show up
randomly throughout
your adventure.

Door placement
may not always
make sense.

Ex: An open Flower
Feild.

It seems that you
have some company.
Why not talk to them?

This is Everyman.
They're not much of
a talker.
Talk to them and they'll
save your progress

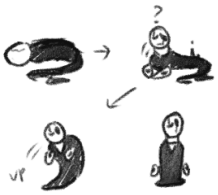
hanging picture

Every man
will be doing
something
different
in every
new
door

on the phone

If you die
in the mist realm,
you respawn in one of
these rooms.

Eventually, he leaves
in the final arc.
Although interacting
with their photo allows
you to save.



Game-Over
Restart
or
Wake Up

Concept
Art

I believe the image says enough about this

“there are connections but extremely small ones that don't alter the real world like everyman, we see him but we don't know who he is or where does he come from, but we see him in deltarune and undertale”
-Zal in the team chat talking about this.

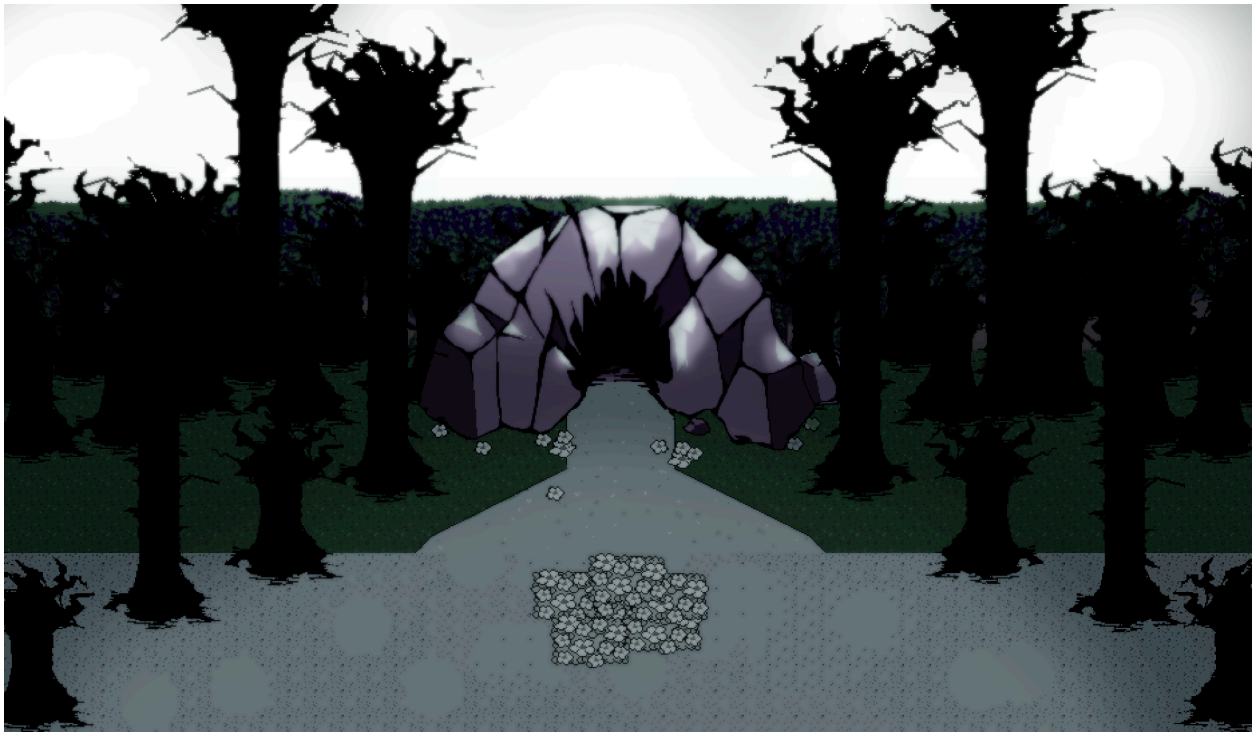
Now back into the story, Gaster had tried to interact with the creature placing his hand on its head, and and then a light comes out of the creatures eye’s.

Gaster feels goosebumps all of the sudden, as sense of safety in a way. As if he were to die he would survive and return here

And so gaster tried more interactions with the creature which resulted into, not much really. It was there reading a book written in the same language Gaster uses when writing, in hands. It was about the floral goners.

Gaster left the room with no option, he leaves and the door shuts by itself.

Now he continues his way thro the forest, which had multiple paths that would all get you to the next area, each route would have things such as chests with items or G, or special encounters with enemies that would give you rewards for beating them



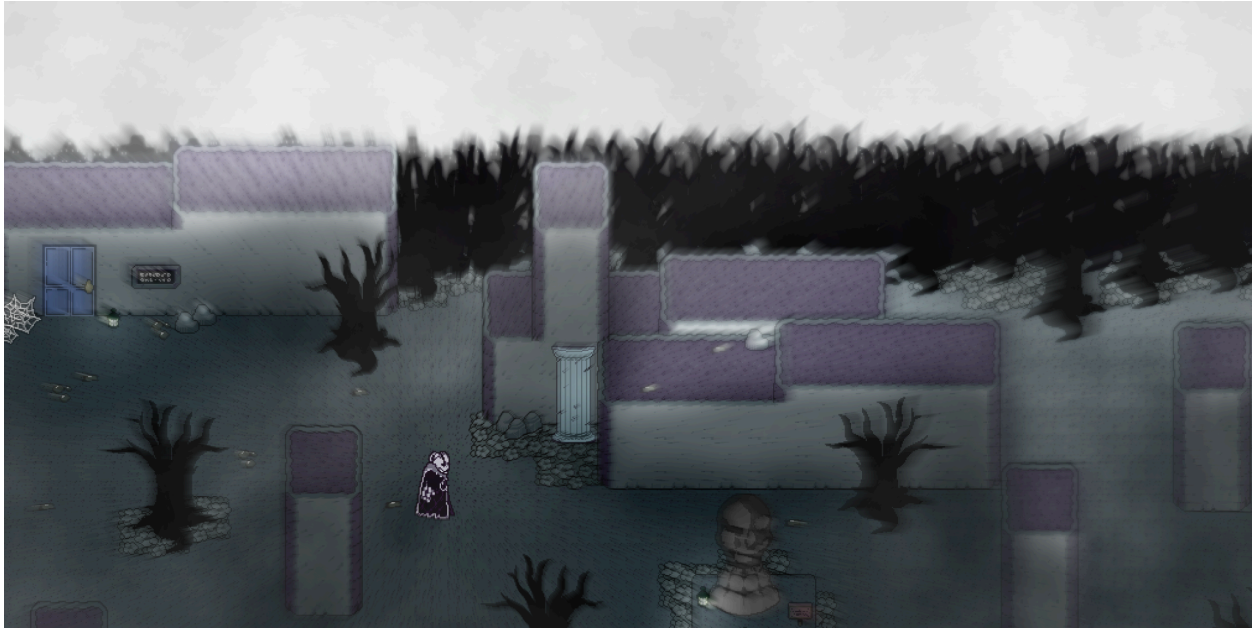
After heading to a section with no alternate routes, Gaster saw a small shack that seemed to be a shop once looked closely, and then Gaster was greeted by Folorn, the owner of the place

Sorta has his feathers and beak arranged to look like a plague doctor. Feather top hat. Stick and cane. Speaks with proper grammar, always capitalizes S. Is sort of a humble yet pompous salesman type who gives rare items n shit. EG: 'Ah, if it iSn't my deareSt cuStomer! Come, come, hollow Soul. My wareS are yourS for the taking...! For a price...' He'd be at the spawn area, selling things to newcomers, things that ingame they have huge stats but in reality they're the opposite of what they promise, like an armour what makes you weaker, a sword that heals enemies , etc. basically shady dealer guy the character isn't as relevant as the others, treat it like burgerpants

After gaster bought some things with the money he had obtained off encounters

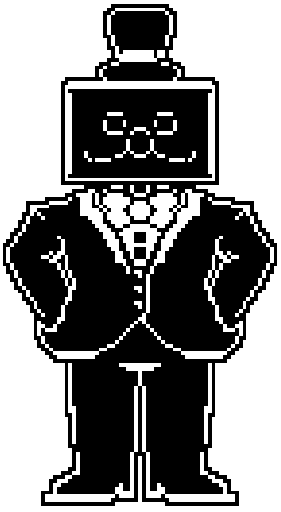
He went off back to his journey, Folorn had told him the where right path to head to the next area was, and he followed the indications

Then he had gotten to a small village. Labeled as “The Misty Village”



It seemed to be quite a simple village made bia turning caves into houses or buildings, quite simple yet effective, there were a few people living their “After-life” there, minding their own business and other things.

The place had a bank and afew small shops, as Gaster explored thro them he had bumped into someone that may be important for the future



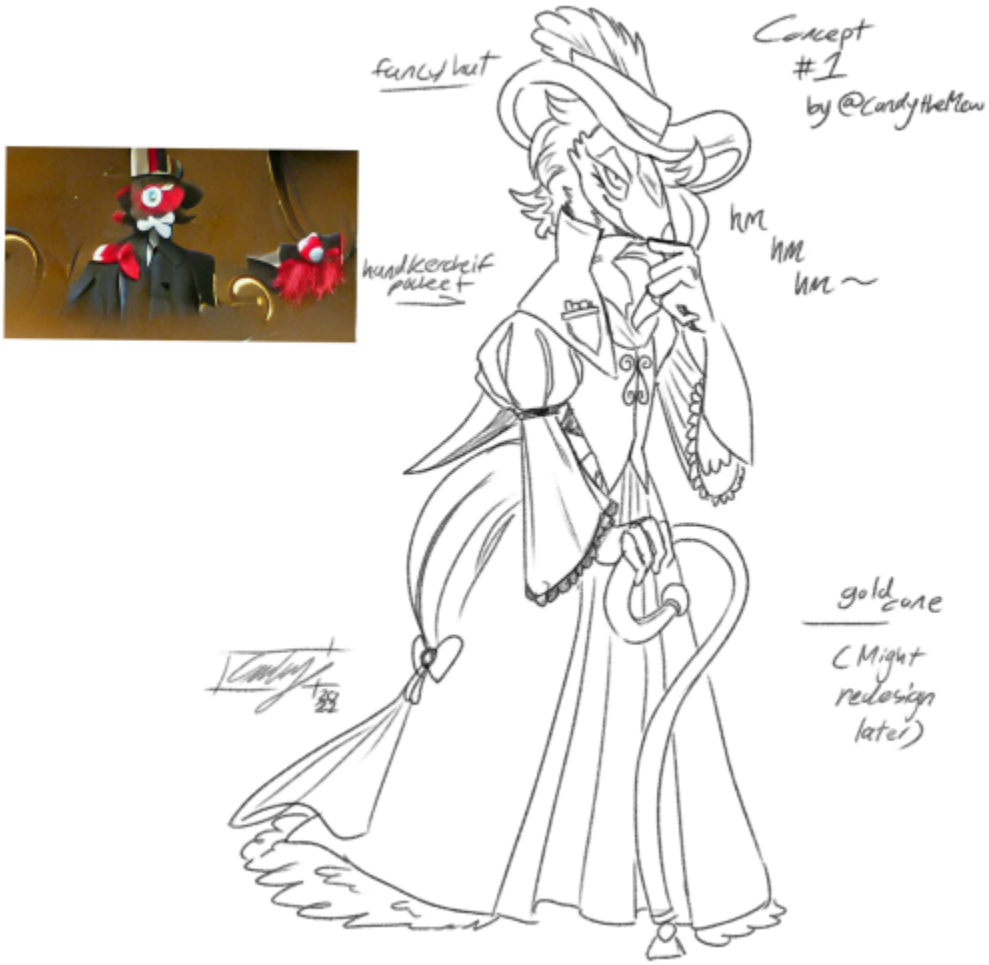
CiiiCil D. Alarmostic, for a long time rivals with Mantel (Which we may talk about in the future) during his years of life from what they told gaster

they used to be partners but he sabotaged something on him and caused mantel to die a person with a pretty big ego and a lot of anger problems when he gets mad he beeps like an alarm clock and you gotta press the button on his hat to stop it

CiiiCil was carrying some instrument to play some music at home and he had dropped them and broke them in the process, he got mad at Gaster for this and tried to help him to chill down, although he just kept cursing on him and just walked away pissed

Gaster, confused about what ever sees someone walk by:

(Image of the design due to us not having made a sprite for this character yet, sorry!)



This is *Turpolett*

She is the owner of the bank of the village, pretty fancy person

She owns multiple sets of houses and is the person to say things such as:

"WHY, what a curious name..."Gaster." Hmm...How many houses do YOU own...?"
"None? Bah! How disappointing." "And to think I was admiring your suit..."
"Well, you might as well make the most of your visit..."
"I shall allow you to stay in the bank, but you better not dirty my floor with your..." "...curious form."

She has some assistants that do all the job on the bank, and help her at home too, at any moment really!

As this was pretty much in front of the bank, she had noticed the argument and was like "What's going on?" then they talked for awhile, and ended she ended up getting interested in our journey, *Turpolett* has a husband named Atranox , a snake with a suit and tie, which we don't know much of as they are always in a hurry and up to a lot of business trips, which he actually had one recently, but never really came back, *Turpolet* told Gaster about this and he offered to try to find him, and he does.

Gaster goes to the hill with the 10 different houses *Turpolett* owns to check things that may help, and in one of them there was a key under the carpet and Gaster was able to hear what seemed to be snaked sounds coming from the inside and whispers, so he enters and sees the house is quite messy, and there he is, Atranox sitting in the couch eating uh...Cat food?

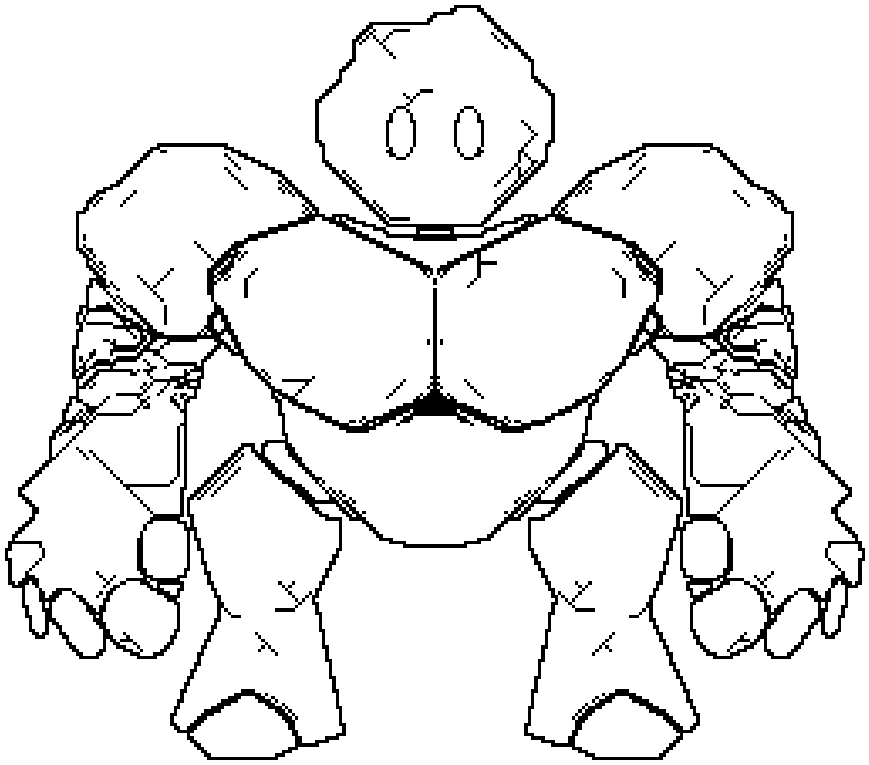
And then he proceeds to greet Gaster with a smile on his face and proceeds to thank him for letting him out, what had happened to him was that he had actually planned to go to a business trip, he was going home to get important things and he left the key that opens every

single exit of the home outside accidentally, thrown near some bushes most likely
Although they had a extra key under the carpet but it was far too late to get it

Atranox had survived 3 months with a huge supply of cat food that is used to lure cats somewhere else so that go to a different place and stop trashing the walls of the house from the outside, they have a table with large amounts of it in the garage, you'd have the option to take as many cat food cans as you can, these would only heal HALF 1 HP, making a fun challenge to beat the game bia only getting cat food

After this, *Turpolett* and Atranox thank Gaster for saving Atranox bia giving him some G to buy things. And then, Gaster continues his journey

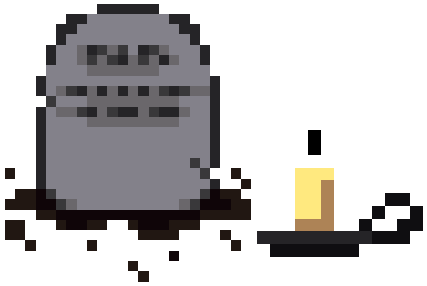
Heading back again at another misty forest, and then up to a mountain with alot of rocks nearby, and he meets
Abomnis



Abomnis | Big rock man with thick rock arms. Is not smart but is incredibly self-aware of the game and its tropes. Speaks in all caps. EG: Player has to get past a boulder, finding Abomnis to move it. He loves white rabbits

What happened is exactly what is in his description, Gaster gets passed a boulder finding abomnis to move it.

'ABOMNIS NO LIKE FORCED ROADBLOCK. ABOMNIS DESTROY.' 'ABOMNIS SEE YOU GETTING STRONGER. ABOMNIS RESPECT. ABOMNIS WILL SMASH ANOTHER TIME. MUST WAIT FOR APPROPRIATE, FORCED BATTLE TIME.'
Then he leaves, so he continues his way
which leads to what seems to be...a uh...graveyard?



“More Than Lost” Graveyard.
A place to memorate people that have recently died bia storing what they loved the most.

A fairly strange place, what brought a few questions to Gaster when he first saw it.

the definition of death for mist dwellers is exactly like gaster's but no energy involved, they become a corpse and they become incapable of being destroyed and they are alive in the inside and can see everything, but this time forever as they have nowhere to go, they buried items, and people keep their lost one's corpse in their house somewhere safe if they aren't

that damaged, if they are then they'd get it to a separate graveyard we don't see.

-Zal in the team chat talking about this topic

Gaster had entered the place and saw what seemed to be a small window that lead to the view of a person sitting in a chair to watch out for any visitors on the entrance.

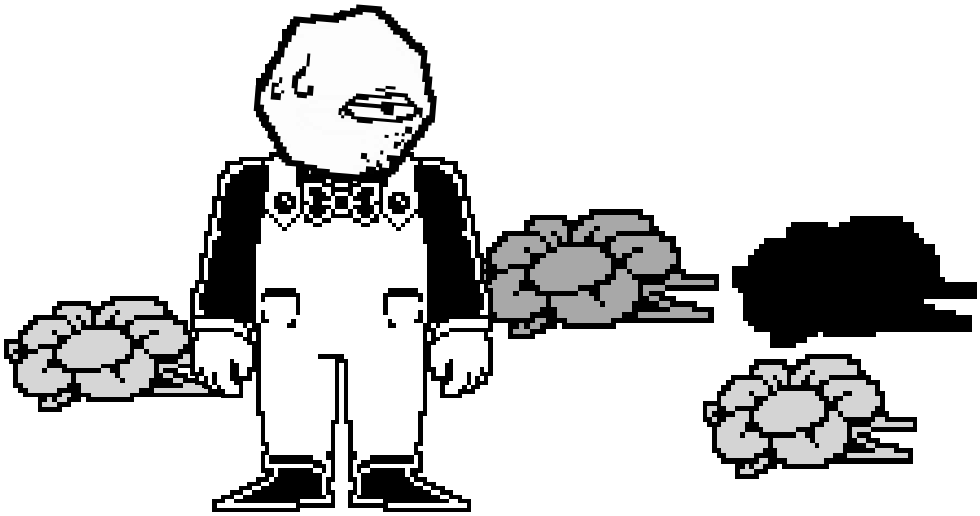
Graveye H. Stone

Quite a grumpy fella who doesn't really like being bothered, he is alcoholic and maintains the place, and does all the job, funerals, digging the holes, all of that.

He doesn't really have quite the best life, as his wife had died a few months ago, causing him to become quite depressed, their relationship was quite "rocky" and he felt guilty of this after she had died, as he never enjoyed good days with her, where her corpse is saved is unknown, but it is said that its in perfect state and gets constantly take care of by him, he usually speaks to her, telling her how sorry he is over what had happened

The cause of death of Graveye's wife is unknown. Although its mostly referred as an accident by him, Graveye has a brother, him being Abomnis which we have seen just moments ago

Now back to the story.



Gaster had noticed that the graveyard was infested with these floral goners he kept seeing thro his entire way up to here. These were in multiple sections of the place, the walls, floor and even managed to tangle themselves around some tombstones
Although there was a massive amount near the chapel at the end of the row of headstones

Graveye had recently lost control of how much those creatures have spread thro the place, he actually had recently tried to destroy them all bia burning them, it worked although they were highly flammable, resulting on him burning his own house cause of this, so he now lives in the graveyard, He has asked multiple people to help him destroy these flowers which resulted into nothing, he asks us this favor and we accept

Gaster walks his way thro the tombstones covered in flowers, every once in a while resulting

in an encounter

The flowers are all making fun of Graveye's life and the loss of his wife, and of Gaster for his useless curiosity that will lead him to his doom at some point.

Gaster felt a huge amount of dread and some small bits of fear thro his entire way torwards the small chapel.

And the what seemed like a pile of flowers on the ground opened itself all of the sudden, no longer covering what seemed to be a...huge...flower?!

The Omega Floral Goner.

The creature that causes most Floral Goners to come to life, there are multiple of these in the mist realm, they all hide themselves underground and shoot seeds from the tip of its fingers that grow to a floral goner, then moths which mostly surround this creature as it helps to bring life to the floral goners thro some special powder on its wings that has some elements that help for this to happen, its kind of like the fuel to these creatures, they have everything built in although it is this powder with some magic to it that just activates it all.

These moth types will choose a floral goner to feed with powder to give it more strength than average, resulting into this powder strength creating a Omega Floral Goner

If the moths are attacked or feel in danger because of someone during their feeding process they will being to bite down on the head of who ever attacked them in groups of multiple moths, resulting into the attacker losing their head

No, These moths ain't the same type as the ones of the human world, just to confirm that

Once one of these Omega Floral Goners dies, their forehead explodes revealing how the head of the creature is filled with moth eggs, then the lower part of the Floral Goner kicks out all of the Floral goner seeds, and then all of the Floral Goners and moths are born/ grow

And the cycle repeats.

Same attacks as the Floral goner but buffed up, the ability to shoot moth eggs that once they break a moth will come out of the egg to try to attack Gaster

Canon height (Papyrus is smaller than Gaster in overworld just to give you an idea on how huge this creature is.)

After the encounter of the Omega Floral Goner and 2 Floral goners which almost defeated Gaster but thankfully Graveye saved his in the last second.

After that Gaster and Graveye bring the cut head of the Omega Floral goner to a forest and as he once did at his home, he calls for Abomnis to bring the head far away from the graveyard

or anywhere they might be at, and he does.

Graveye can finally stop getting massively stressed over this topic and thanks Gaster for the help, gifting him a ticket to a boat ride that leads to the next area

TimeOfSells Island

A Place where every once in a while a carnival/festival is hosted to try to give people a good time in theyr “After-life” due to how sad it may be for most people, they sell all sorts of things there and also let people dance and all of those things, when the festival isn’t hosted its just a beach you can have a fun time at, the place is mostly used to host partys, people mostly call it “the happiest place on the mist realm” over all the good things that are known to happen there, There are no floral goners in this area too

Now back to the story, Gaster enters the large ship along other people who were waiting there to get inside.

The water is of a deep blue color, and its sounds manage to relax Gaster from the stress of last time.

....

After a semi small party on the boat that went on for the entire trip and an entire night due to how slow the boat was, even tho the island was in a medium distance to the boat and day cycle, Gaster sits down in a seat that gives a good view of the sea, he felt more determined to

complete his mission. (NOT TALKING ABOUT DETERMINATION HERE JUST OF THE OG WORD ITSELF)

And so the trip ended and they got to the island
It was very peaceful...Not until the chaos begun and they began playing music at one of the stores to result in people dancing in the center of the island.

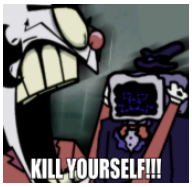
As Gaster was looking around he noticed a mountain in the distance with floating buildings that caught his eye, he didn't know what it had that caught his attention but he knew he had to got there, so he asked the person who leads the boats, and he was told that its a off boundaries area, although the person said that he could give Gaster a ride there for a certain amount of G, so he did it

He went to do some favors for other mist dwellers there to get it, but before he could begin he was stopped by some noise nearby

(joke drawing this is the best i have to describe this moment lmfao)

2 mist dwellers having an argument, one of the looking oddly familiar and the other a person he has never seen before
They were seemingly arguing about what seems to be past problems between these two

Im sorry this image is also amazing lmfao



It was clear these 2 knew each other before they even died and got here, and the alarm clock mist dweller may or may not have caused the death of the other Mist dweller in the past.

The 2 of them were having an argument about what happened, how the alarm clock Mist Dweller which from here Gaster learned the name of this Mist dweller (CiiiCil) and the name of the other Mist Dweller (Mantel).

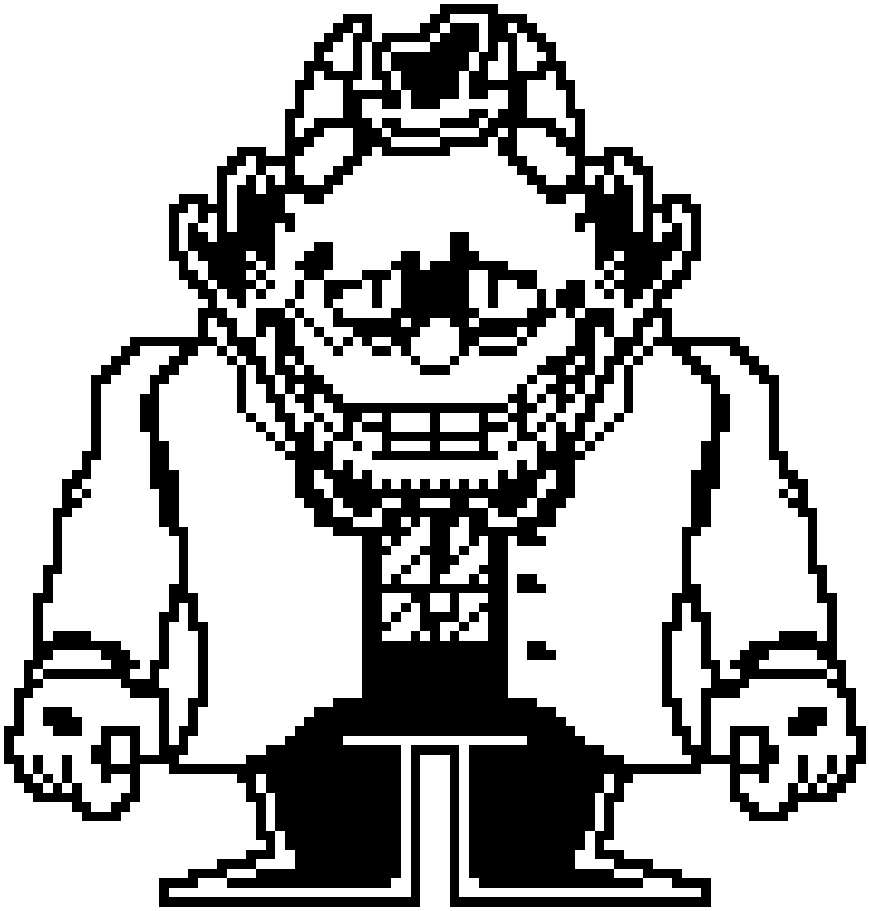
After Gaster had noticed they were about to begin an actual fight over some things they were saying, Gaster came over to stop the fight and tell each of them to back off eachother

CiiiCil then said something like “You again?” to then proceed to yell at Gaster, and then as Gaster noticed CiiiCil was kinda trying to put up a fight with him not, Gaster punched CiiiCil on the monitor of his head causing it to get a tiny crack at one edge of it

Silence.

Mantel begins to laugh outloud at CiiiCil to then call him a buffon who does nothing but waste his time making fun of others or yelling at them, CiiiCil leaves silently.
You could hear beeping in the distance.

Gaster and Mantel begin talking about what happened, who CiiiCil was and then Mantel had presented himself.



Mantel O. Clockwork

Mantel O. Clockwork is a mist dweller who lives around the mist town, and he usually goes to TimeOfSells island to enjoy the festival and possibly make some friends!.....Although that works rarely from what we see, he some times tries to be real funny thro his clock puns and people just go away....Quite unfortunate isn't it? He was most likely kicked off the festival once or twice for making people go away but he tries! His personality is a little nutty *for example like Eggman's*
He was killed by CiiiCil due to his huge ego and hate torwards Mantel, he only hated Mantel because he had a bigger view on the spotlight than him, and they were partners at composing music in the past

He was killed bia throwing a piano above Mantel by simply sabotaging the process of bringing CiiiCil's piano to Mantel's place to then throw it off a balcony off a high floor to fall on top of Mantel, he was caught though and he was killed in a chase

He sometimes replaces letters of peoples names with roman numbers, like for Gaster he refers him as
G<u>IV</u>ster,
IV means 4 in roman numbers
G4ster
4 - A
Gaster.

Then Mantel had decided to give Gaster ways to get the favors from the mist dwellers done in more easier ways, and Mantel and Gaster get along easily

These kinda became friends at the end of all of the favors to each of the people, and the money was gathered, Gaster bought some supplies with some extra money he had and used the rest for the boat trip Mantel didn't know what it was for but when he noticed, he quickly stopped Gaster from buying his trip to the other island.

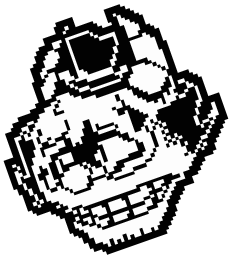
Mantel didn’t want Gaster to go, he was his only friend even tho they just met like a hours ago, Mantel takes losing friends very seriously even if they go for like a few hours or a day.

But Gaster knew

That he **had to** get to that island

No matter what.

Battle begins.



Gaster felt quite sad during the entire fight as he didnt want to hurt Mantel, physically and emotionally.

The man had quite a sad life, and his current life isn't great either

Being alone in a world where you thought you could’ve rested at and been happy

You can tell why Mantel is scared of being alone, trapped in this place

There may be a sky and no worries about getting human souls, but the world here is ain’t the best as Gaster saw thro his entire journey.

...

The battle ends. After Mantel had decided to just let go of him.

Gaster told him how he understood, and that he was very sorry that he had to leave.

Gaster promises to come back for Mantel if he does find an exit or a way to be in contact with the real world.

...

Mantel proceeds to hug Gaster, he accepts the hug with no other option

Gaster heads to the boat and says goodbye to Mantel.

...

The ship sails.

It surely was quite interesting yet depressing how this journey has went by far.

A man gone missing at its own home with little chances of survival.
A man who has to mourn their wife's death every day while dealing with depression.
A man who was killed by his own friend and was forced to live in loneliness for the eternity.

.....

The ship has made it to the island
Its filled with mountains, no vegetation, just stones shaped like cones around the place

(Image from neuralblender to give an idea of how the area is meant to look.)

The place was empty, very empty.

No enemies or people.

Nothing.

Not even any floral goners, which were mostly everywhere.

Nothing anywhere

Nobody came.

. . .

Gaster reaches the buildings, these look like new home in some sort of way, its unknown how they floated, Gaster feel intimidated from looking at them

As if something bad was gonna happen.

He walked his way thro the buildings, he felt goosebumps every floor he got thro.

It was frightening yet kind of interesting

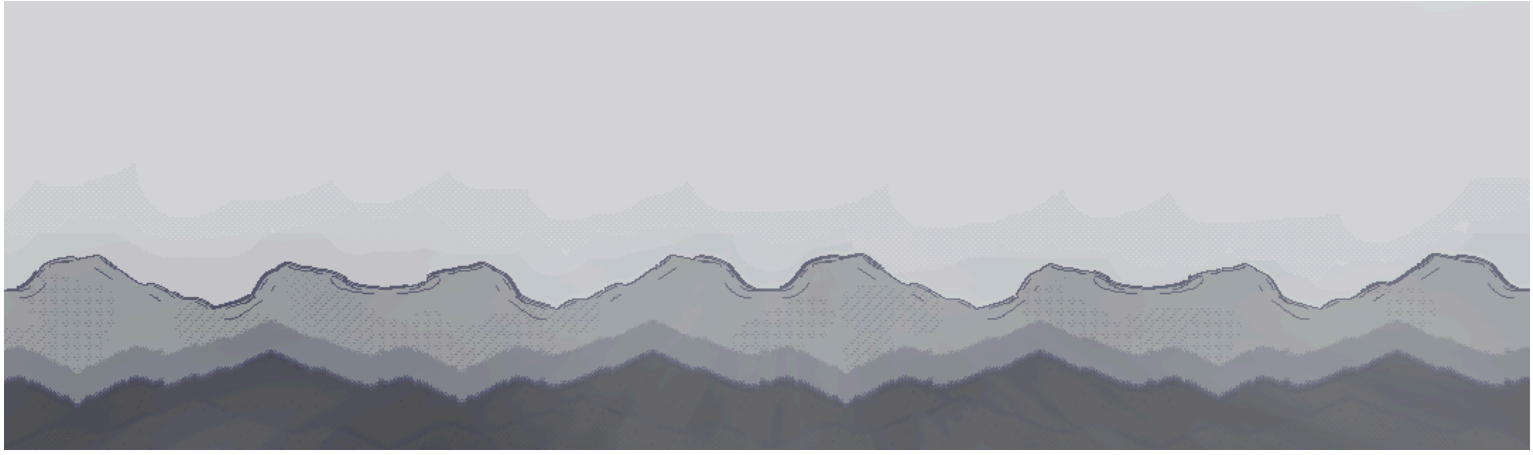
This entire adventure

The people Gaster met

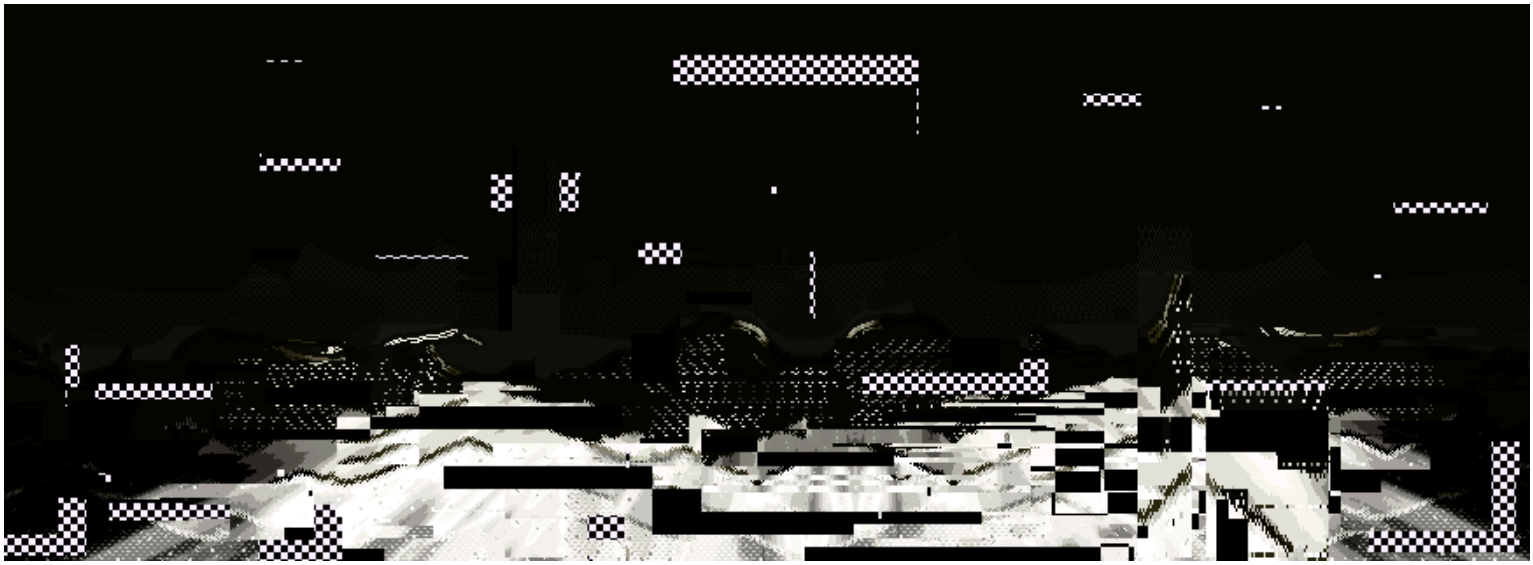
Everything

Once he got to the final floor, he felt sick and was shaking alot

But what he saw



It originally was a white misty sky with a view to some mountains in the distance



It was far different, nothing made sense anymore.
What was happening?

Suddenly, he felt a huge sense of warmth
As if he was being sunk into a pit of lava.
Everything seemed to melt, the buildings, the mountains and the island itself
He slowly sank with the other things, under the water, which once he got to it
It began to burn him, as if it was lava

And then, everything in the place became the color of the lava he had fallen on.

And it all came back to the real world.
He got a last view of the lava he was sinking in before his body had finally turned to dust.

His soul was corrupted. Overcharged with energy to a point where it did not know where to go.
And it simply shattered within time, and space.

Gaster was everywhere but at the same time, nowhere.

He would never be able to see everyone he met again, anywhere.

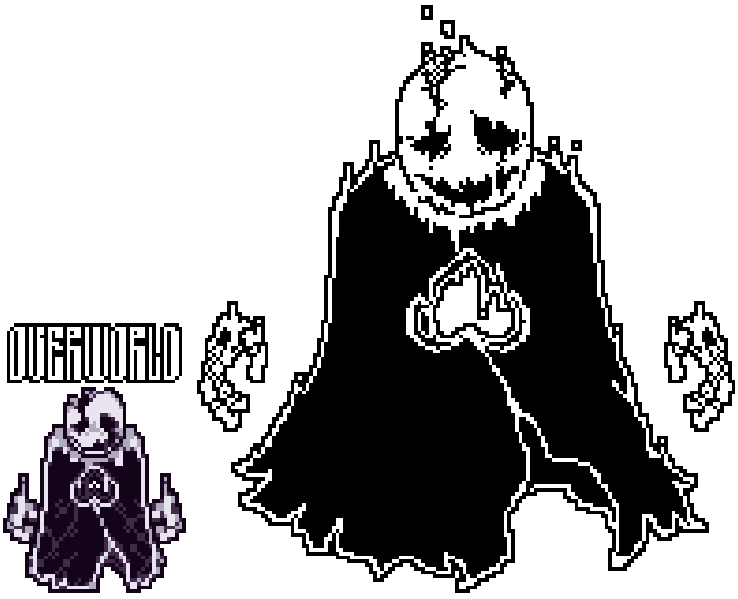
Real, or not.

But then, he opened his eyes after all the chaos had ended...

What?

End.

-Character references/concept arts and facts:

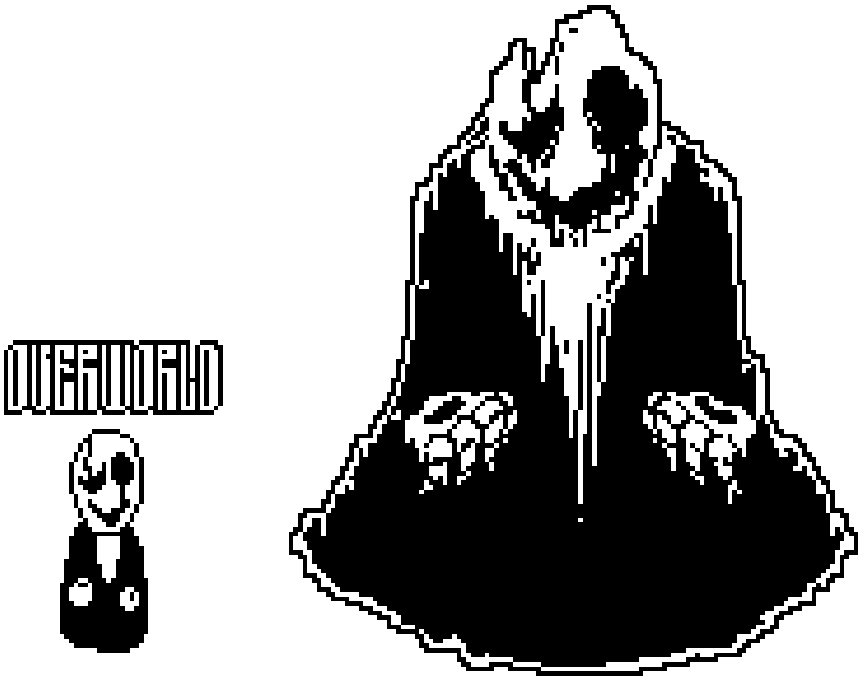


Mist Dweller Gaster

The protagonist and main character of this story, it is the same good old Gaster as always, he is very interested in this place, and is determined to find an exit from it even if he has to return to the real world as a ghost like napstablook, his appearance is meant to be a inbetween of what he used to look like before he died (Only seen in the story panels)

(Official design of Gaster before dying will be made soon)

And of what he looked like after he had died



Gaster was fairly concerned about what had happened after reaching the top of the off boundaries areas, he didn't know what to feel, he was simply incapable of feeling anything, physically or emotionally

His soul had shattered and so had Gaster as a whole.

Its unknown why he is in the grey room or what entry 17 is and any other Gaster related encounters from undertale are, so these are open for the player to have headcanons of that, to keep that unsolved mystery aspect.

Gaster before death design by Sharfa
Gaster after his death design created by Zal
Mist dweller Gaster design created by Bradford

Graveye Hartwell Stone

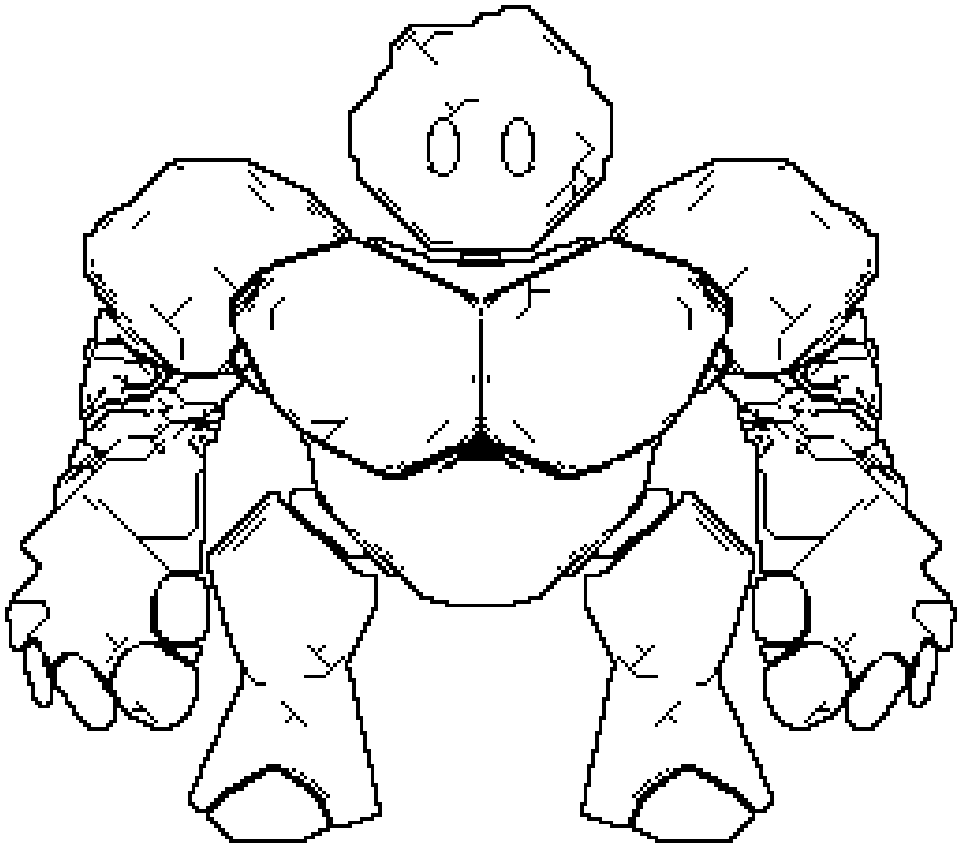
As mentioned before when we first saw him on this document, Graveye is usually quite grumpy, compare him to moe from the simpsons and you'd get a good idea on how he is usually like

He usually gives Abomnis tasks to do everyday so he just doesn't cause chaos around the mist realm, stuff like helping to dig holes and bringing the head of a dead Omega Floral Goner to the other side of the mist realm as it happened in the story, he usually drinks alcohol when ever he is sad and that shit, and no uh neither of these are how he does it lol.

Drinks and food just work like healing items, the monster absorbs them but doesn't really uh consume it bia placing it on what ever the monster's mouth is, considering that there are monsters that don't even have a mouth, it just gets near their head and the liquid just glows and disappears, although its effects are kept such as getting drunk for this case.

He has been annoyed by the Floral Goners since his wife had died, more info about her will be available on the future as we didn't really expand her concept at the moment. Character created by Zal

Abomnis



we never
made one sorry

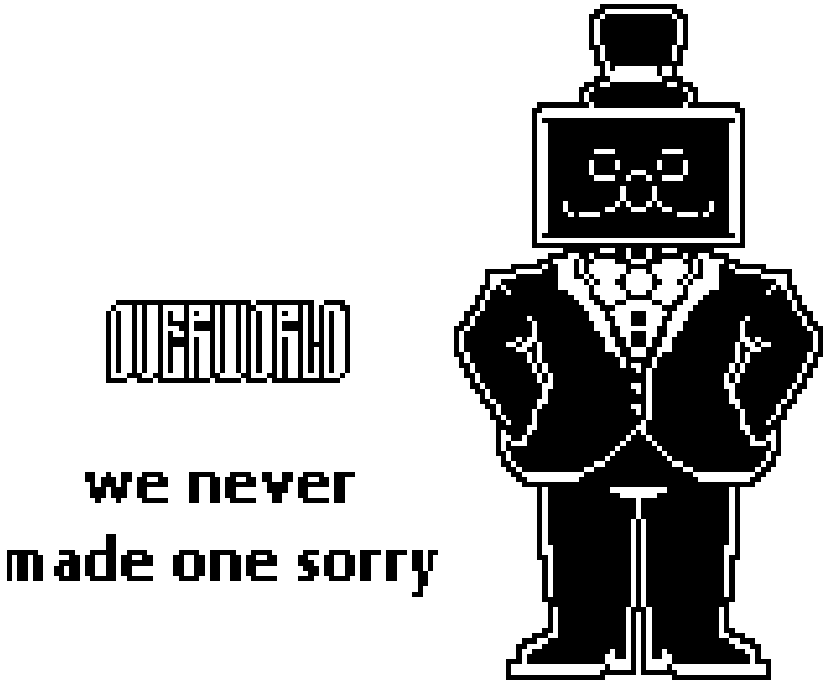
There isn't much to say about Abomnis at the moment, other than what was present in his description from when we first saw him in this document.

he is just a goofy but quite strong looking fella, he spends his days going to the top of hills of some mountains playing with white rabbits, Graveye says that if he was even smarter he'd be probably very, VERY strong.

Abomnis wishes every birthday he has to see the easter bunny in person.
Character created by Spice

Concept art drawing with color pallet present:
(Made by Spice when making the character)

CiiiCil Dellwart Alarmostic

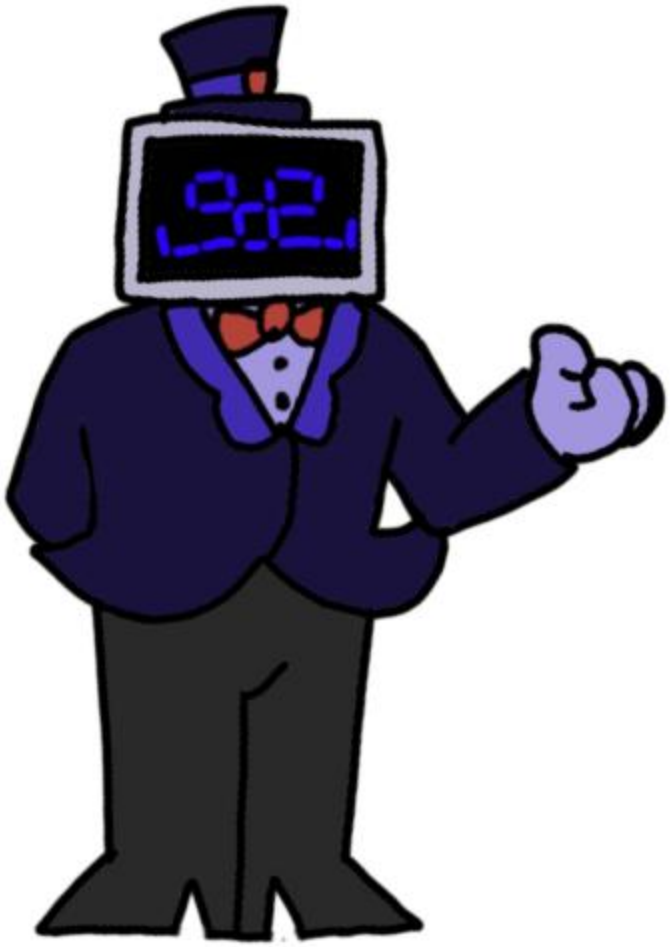


As the description from when we first see him in this document, he is very egocentric and does not care about what others think, he has a small community who supports him in the mist realm, these usually just do whatever he says without thinking, these community members and CiiiCil himself have pulled pranks on mantel in the past, CiiiCil is usually trying to be very fancy and always tries to be the number one for everything, he wishes to be the most known musician in the Mist realm, even tho his music taste and songs that he have made ain't great. You can say that they are quite generic piano melodies with not so much effort, just an overrated musician as a whole, and a very cold person sometimes.

His famous quote being “If you disagree to anything i say, you are nothing but a buffon to me.”

Character created by Zal, some help from Bradford on the design

(Design picture made by Bradford done during the character’s creation)



Mantel Oswald Clockwork

Mantel, CiiiCil's rival and ex friend

He used to be one of the best musicians on the other side of the underground *(Which never really happened considering none of these people are real and are all part of Gaster's mind.)*

Currently in the mist realm, his music abilities have massively downgraded over the massive demotivation and sadness over him lacking friends and being constantly annoyed by CiiiCil and his community. He usually doesn't take much care of his house as he doesnt have the time to, he just goes all day long looking for friends, he is very lonely but he is also someone with a great heart and soul.

When he is outside of his "find a friend" adventures, and goes back home

he just takes care of his piano, its a cat themed piano he got at a garage sale on this mist realm as he doesn't have his original piano from when he was alive.

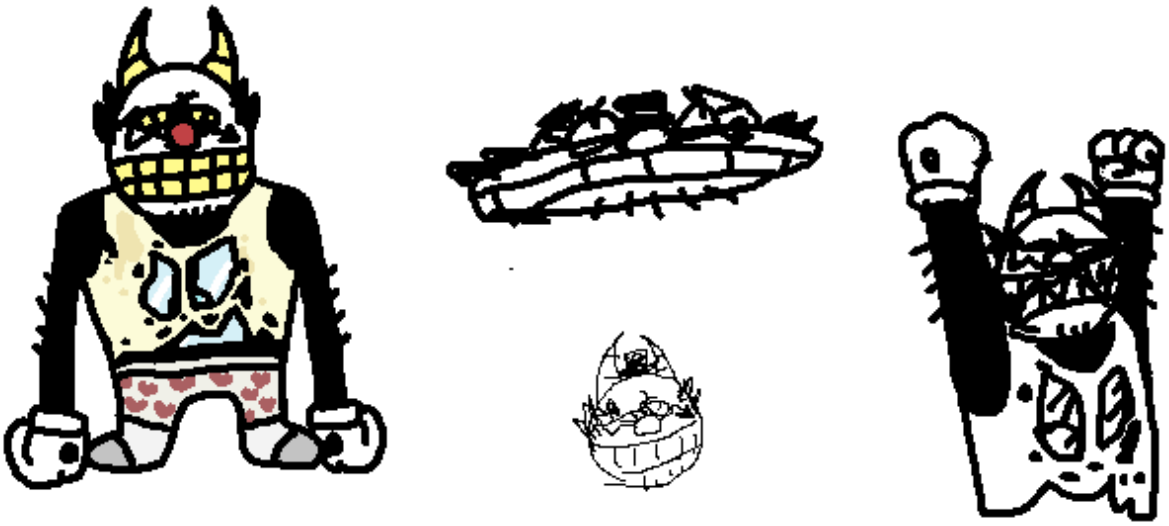
It was originally planned that we could revisit Mantel at his house after the battle between him in TimeOfSells island, as he suggested he should go say goodbye to all the people he met before we leave

(Concept art drawing of this by Bradford)

Mantel's at home outfit:

Once you go to his house you notice he was cleaning up incase you

arrived, but he was late and was halfway thro the cleaning up process



Mantel is always late by 2 minutes for everything, and he actually tries

his best to not be late but always fail miserably, but hey he tries!

Wether you do go visit Mantel or not isn't decided regarding canon, its up to the player i didn't mention this in the story of the game section as i wanted to keep this here

Amazing character created by Bradford

About turpolett and Atranox:

these will be developed more regarding character designs and other things in the near future, these just were in a concept and ideas phase but no full thing unlike other characters, so this is why these do not have an entry here, as i have described some things about them in the story of the game section.

-End.

Now, as everything on earth, this doc has to end.

If this somehow manages to massively blow up, i will do another doc explained more shit such as, scrapped mechanics for the now dead game, possible designs from our part from AU's like underswap and underfell

And alot more content, just make sure to spread this document around as we'd love to have this project to be as known as other AU's like underswap and underfell! Well uh.....not as known we cant go that far (?)

Although we can surely get somewhere

Credits:

zal cuz idk - Owner 1, Lead sprite artist 1.

Dj sinister - Owner 2, 3D modeller for promotional content.

Vecc - Lead spriter 2, writer.

spicii - Writer, character designer.

AizakkuBR - Writer, translator.

CandytheMew - Concept and promotional artist.

BradfordRobot - Concept artist, character designer.

Apricoska - Spriter, artist.

sharfav3in - Spriter, musician.

Darks - 3D modeller for promotional content and musician.

Bleop - 3D modeller for promotional content.

ragnarockerbunny - Coder

a_coneish_one - Coder.

AmberGirl - Musician, sound designer.

krajoz - Musician.

Alefgc - Musician.

pilzdeshimmels - Beta tester.

Nekma - Beta tester.

Flint C0ckwood - Artist and Overworld spriter.

SotWound - Spriter

Yeah i know this is a copy and paste of the gamejolt description lmfao

Special thanks:

Scarm.

For bringing a large amount of ideas for this project in the past, although you may be a ex team member, you helped us alot, so thank you.

And johnny_moon for requesting it

Small note for previous team members:

SOooo... turns out we have quite a large amount of old team members and i lost count of how many of them there are so if you are one, dm me on discord and i'll be there to add you in this section, others that i do know were old team members will be added later